



CHIPS WITH EVERYTHING

“CHIPS GLORIOUS CHIPS”

26 July 2011

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Microelectronics

SCOPE OF PRESENTATION

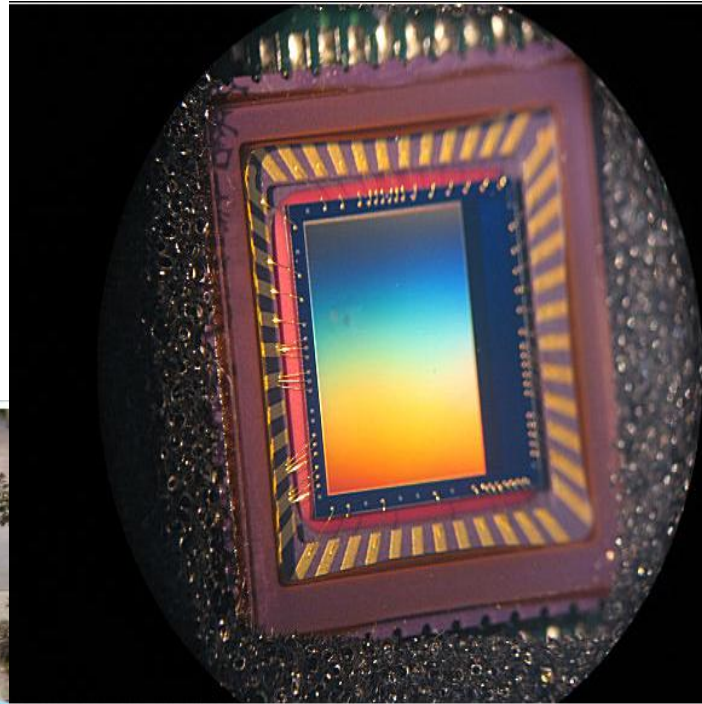
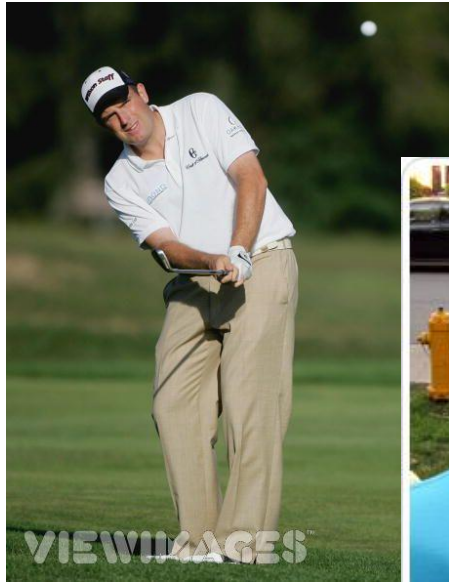
1. What is a chip?
2. History
3. Where do we use chips?
4. Making Chips – System Design
5. Making Chips – Physical Design
6. Industry Trends
7. 3D Chips



WHAT IS A CHIP?



WHAT IS A CHIP??



“CHIP” APPLICATION SPECIFIC INTEGRATED CIRCUIT (ASIC)

Integrated circuit is a miniaturized electronic circuit consisting of transistors, resistors and capacitors.



HISTORY: HOW DID WE GET HERE??



HISTORY



First electronic components allowing performing nonlinear functions were vacuum tubes

Construction of vacuum tubes was complex, their cost was high, but above all they were bulky (not good candidates for miniaturization)

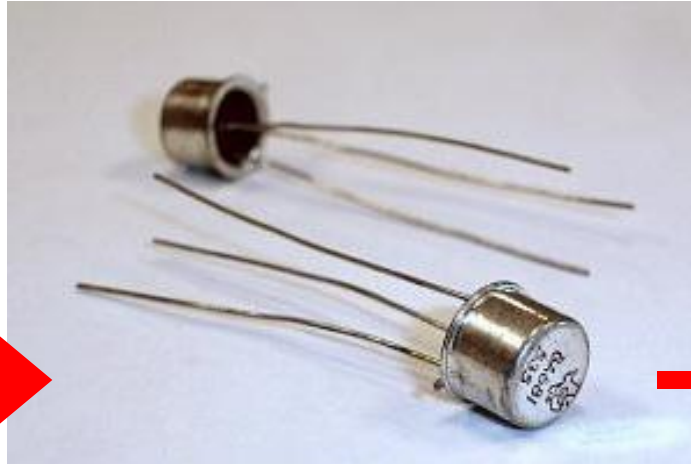
They are still loved by audiophiles for highest fidelity in sound



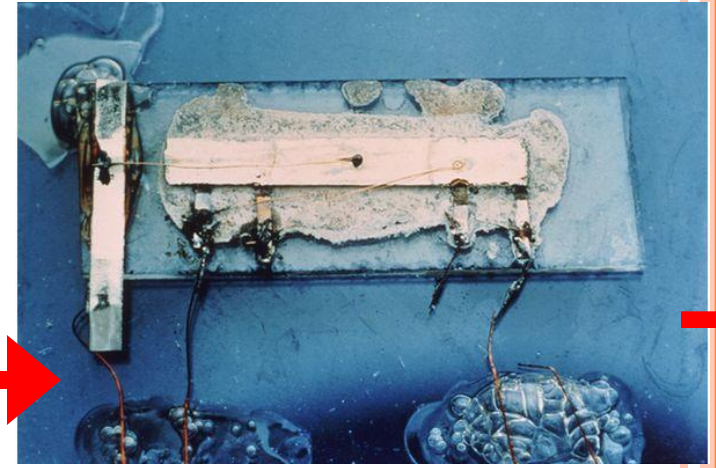
HISTORY



First transistor
(Bell Labs 1947)



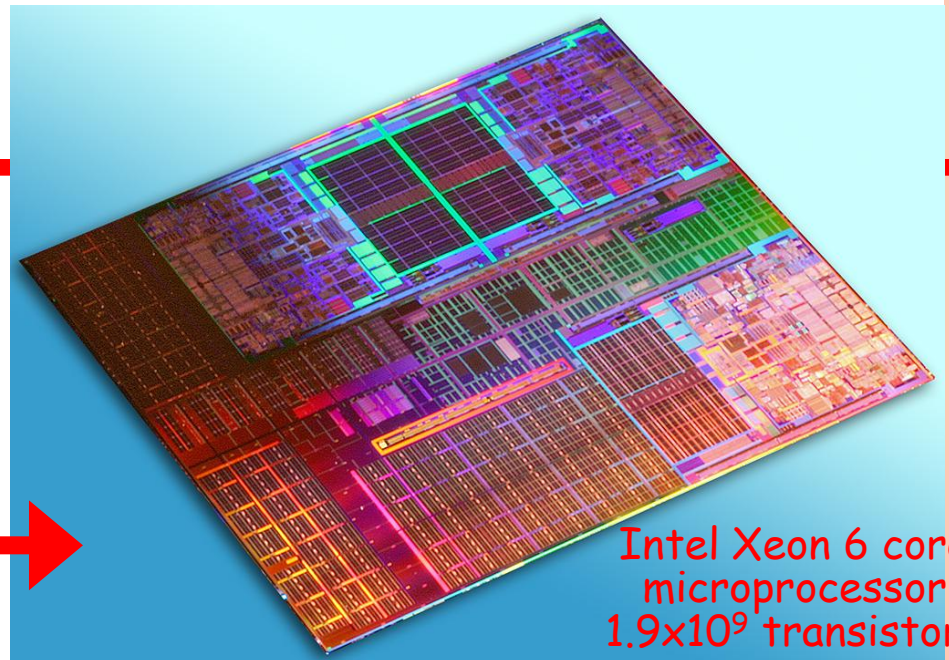
Very soon we have two
and more transistors



First integrated circuit
(Texas Instruments 1958)



More and more components, more and
more functions, growing complexity

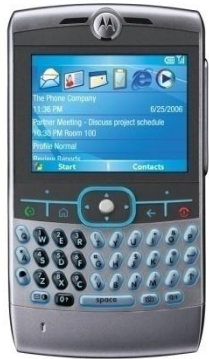


Intel Xeon 6 core
microprocessor
 1.9×10^9 transistors

WHERE ARE CHIPS USED?



WHERE ARE CHIPS??



WHAT ELSE CAN WE DO WITH CHIPS??

Medical Applications:

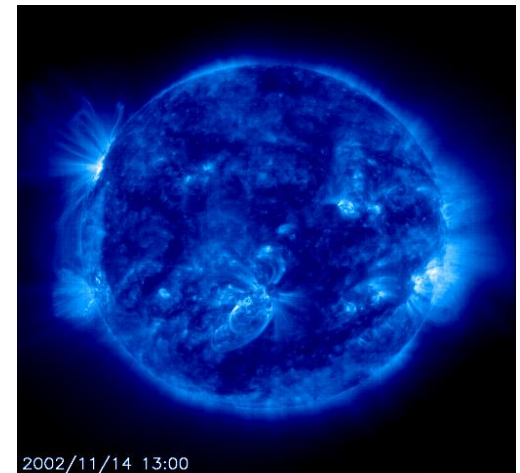
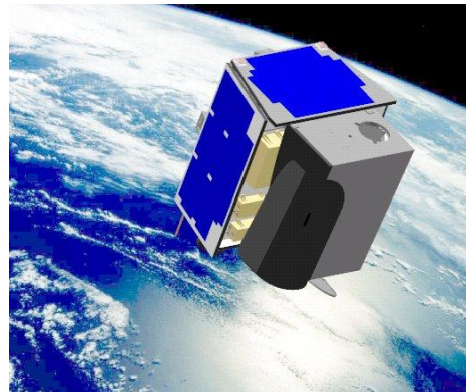
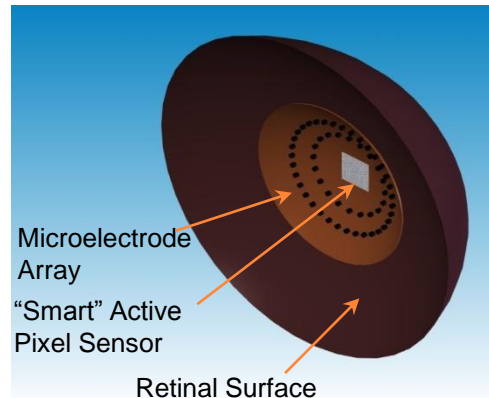
Medical Imaging

Retinal Implant

Astrophysics:

Earth Observation

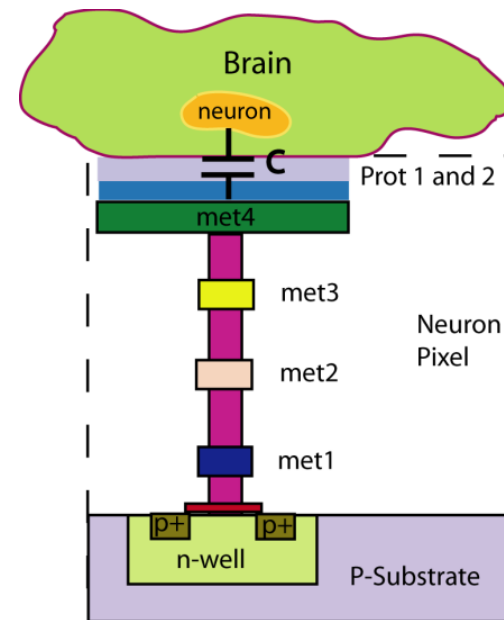
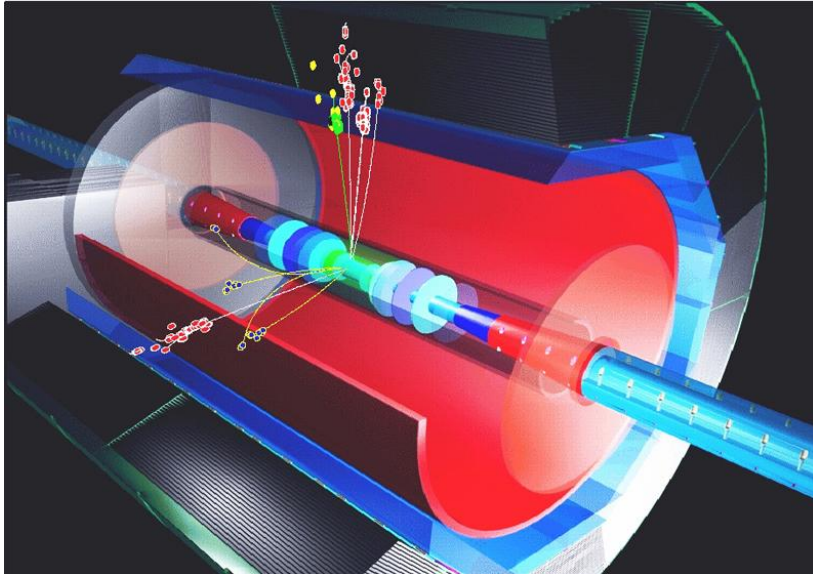
Solar Orbiter



WHAT DO WE DO WITH CHIPS??

Neuron Imaging

High Energy Physics



SYSTEM DESIGN



SYSTEM DESIGN

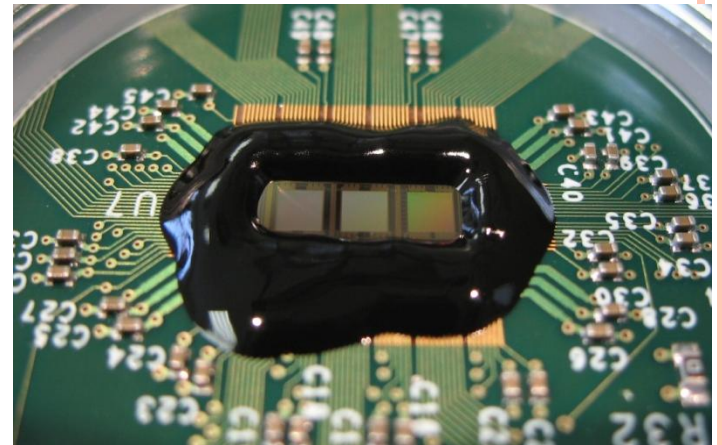
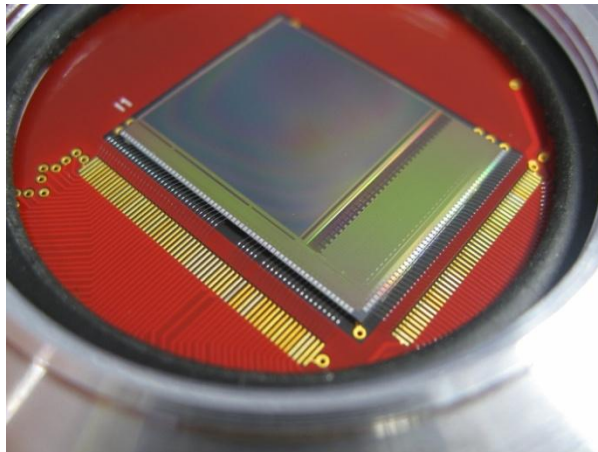
- Requirements Analysis
- Existing system performance & physical constraints
- System architecture
- Design specification
- Design & Manufacture
- Test
- System Test



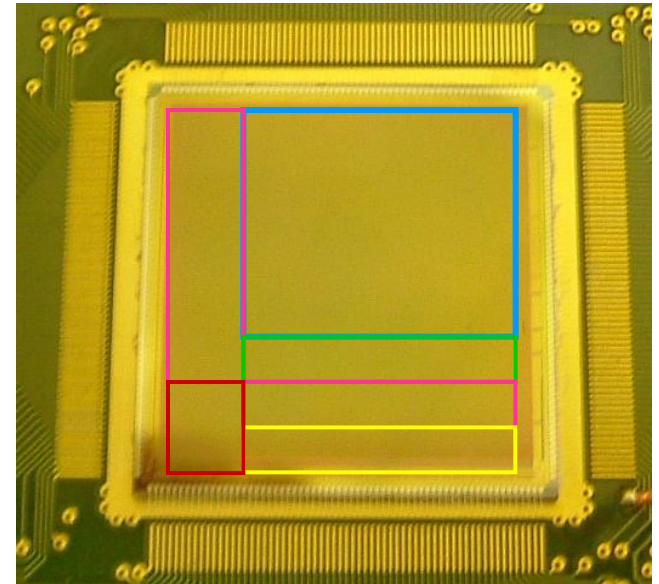
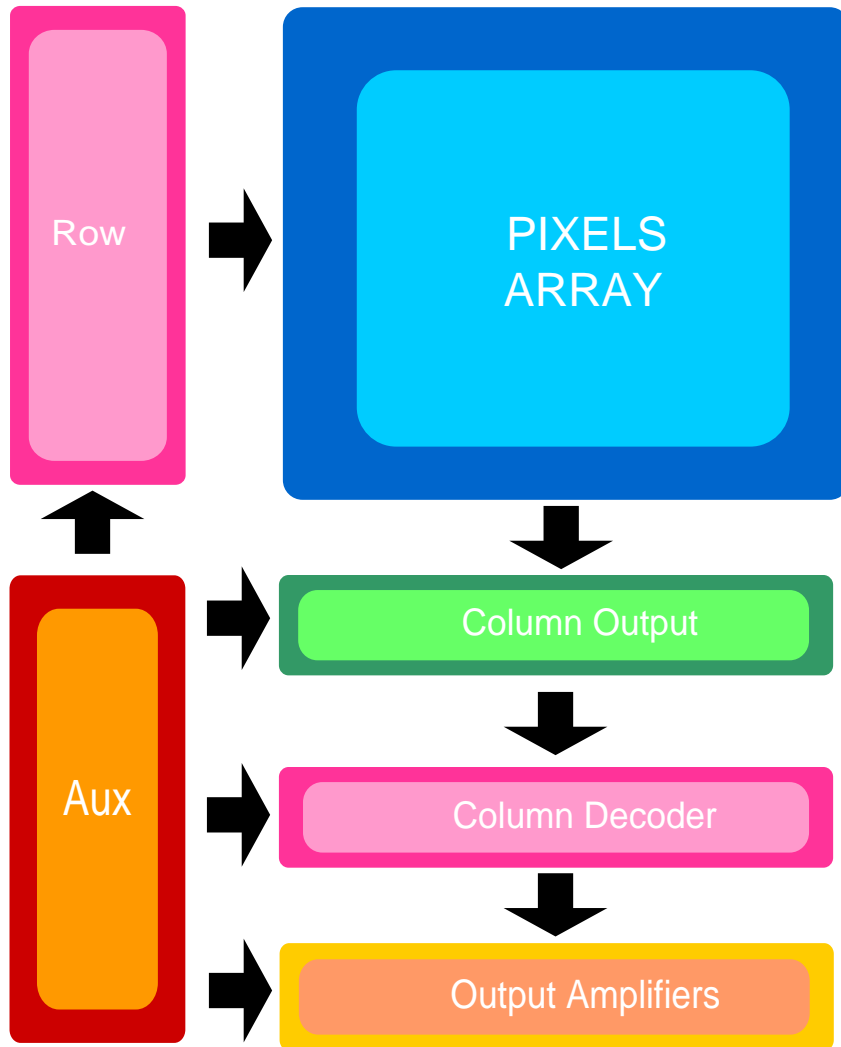
SYSTEM DESIGN

Once the needs for the chosen application have been identified it is possible to design a system around the chip.

The system will include all the components required to form a working prototype.



CHIP DESIGN

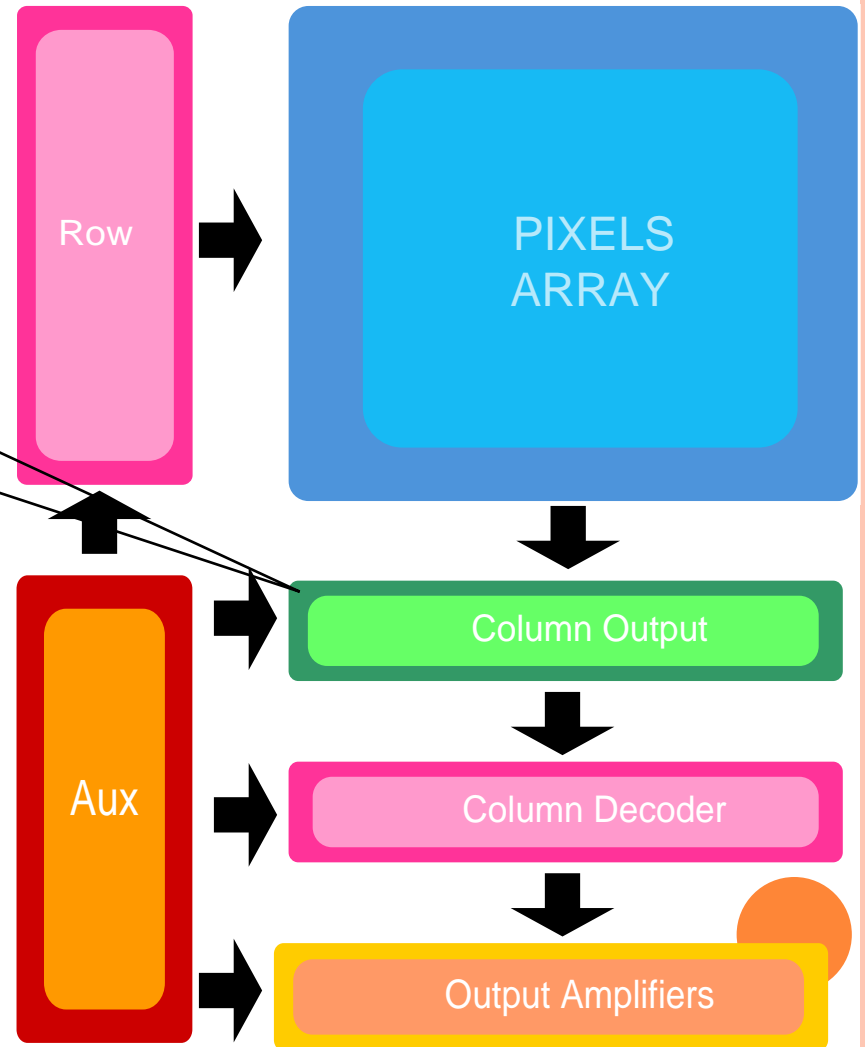
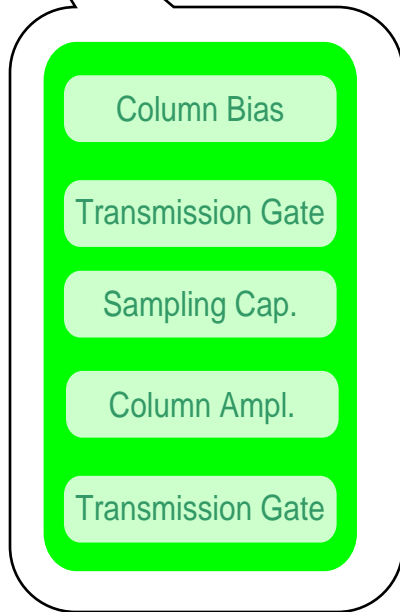
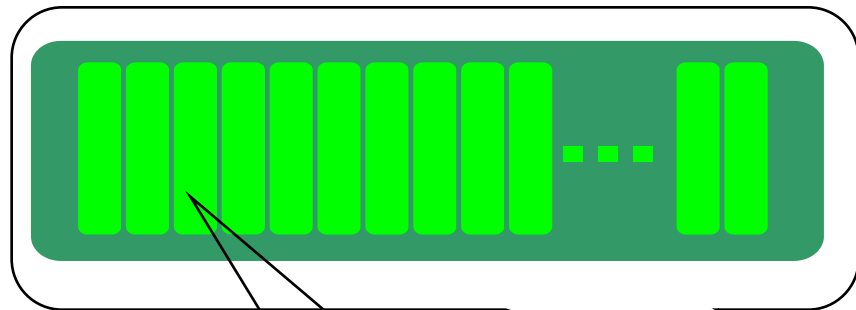


Normally the “chip” is divided into several different sub-blocks.

TOP-DOWN

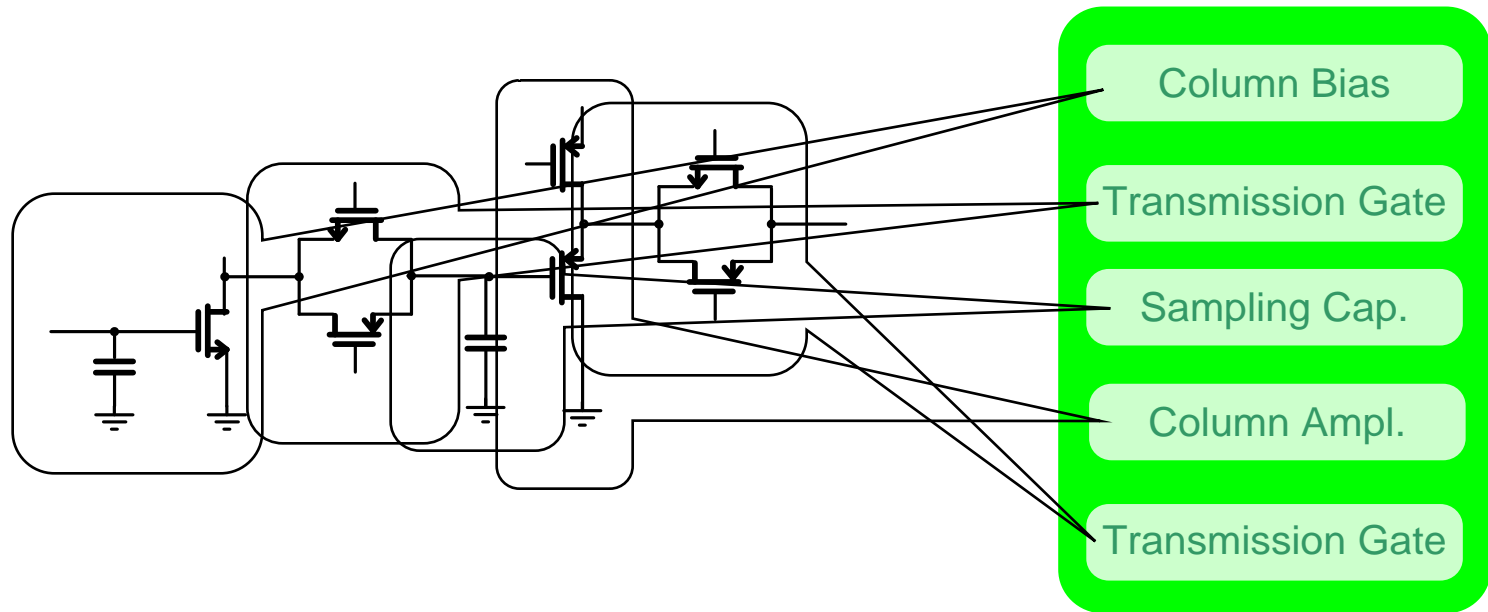


CHIP DESIGN



CHIP DESIGN

The “basic building blocks” are transistors, capacitors, resistors and diodes.



Such blocks are modelled with a mathematical equivalent of each component to enable the evaluation of the behaviour of a circuit using a PC/workstation.

DESIGN FLOW

Chip design flow can be divided in 5 steps.

BOTTOM-UP

Schematic

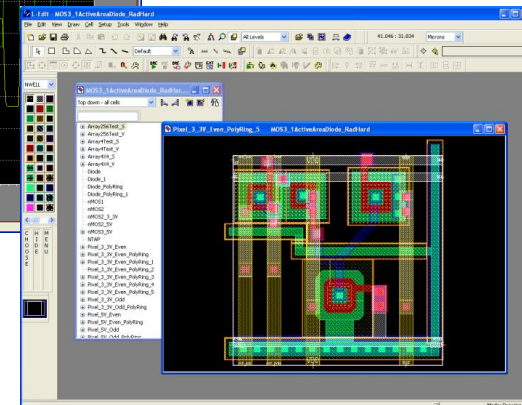
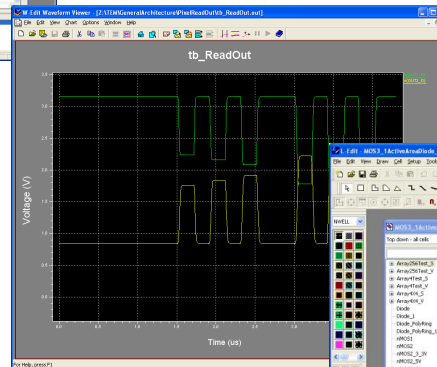
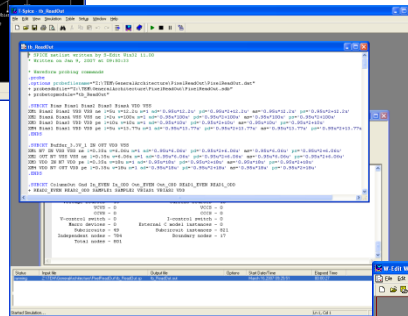
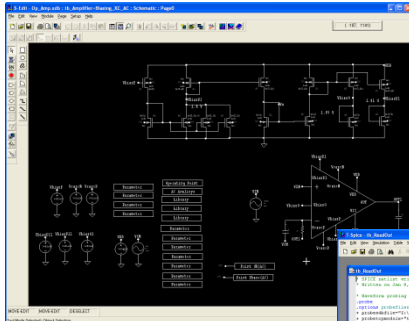
Netlist

Backannotation

Simulation

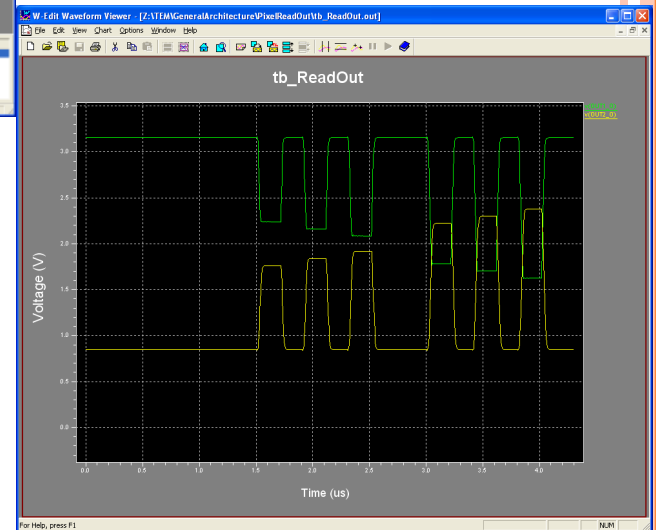
Layout

LVS



[illegible]

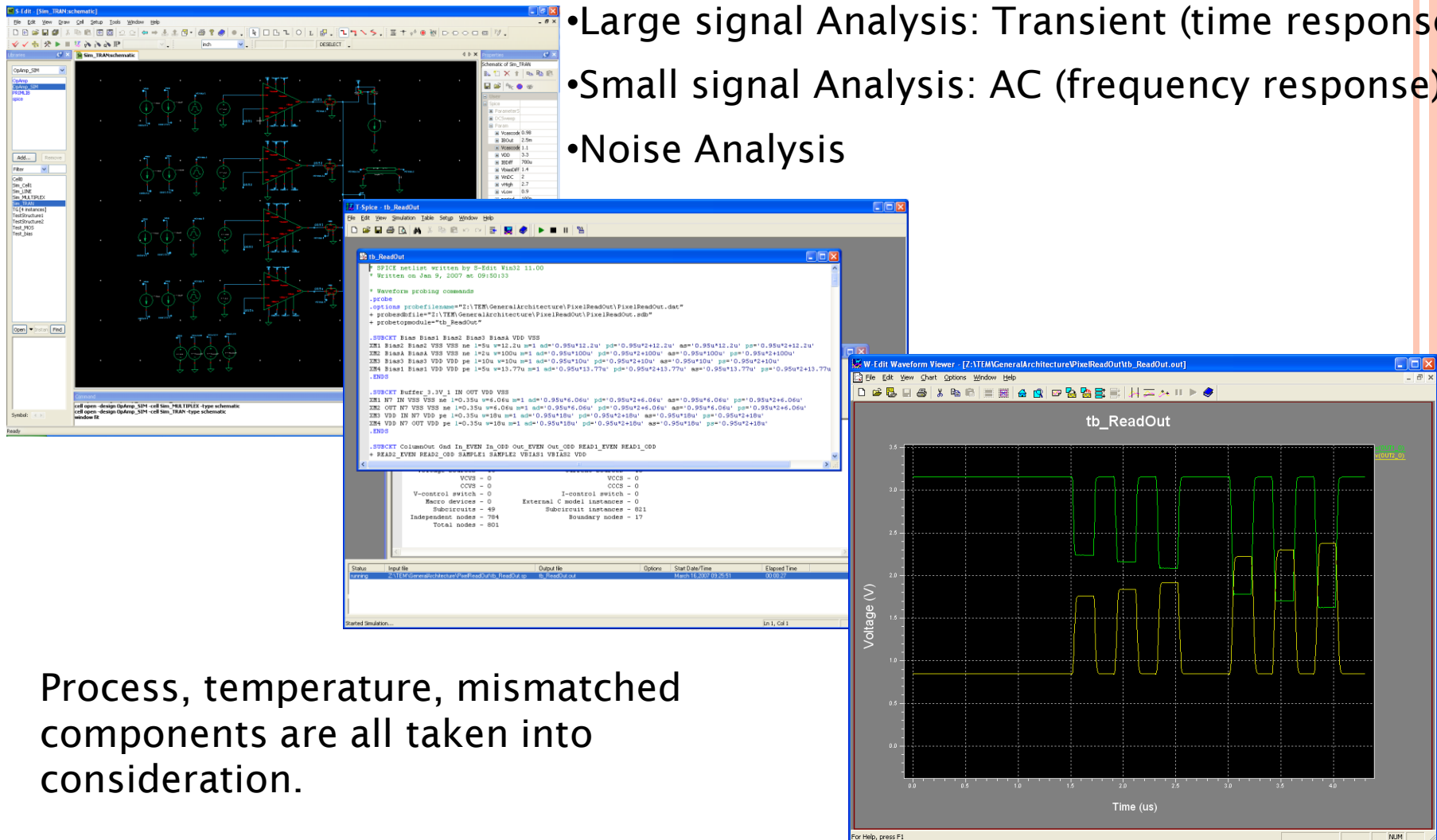
Simulation



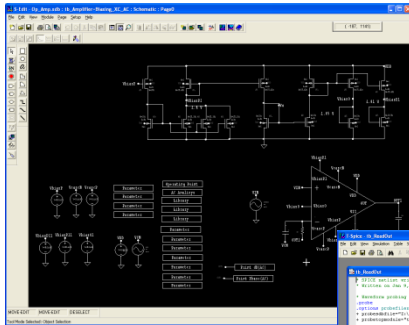
SIMULATION

It is possible to evaluate the response of the circuit by adding some instructions to the schematic

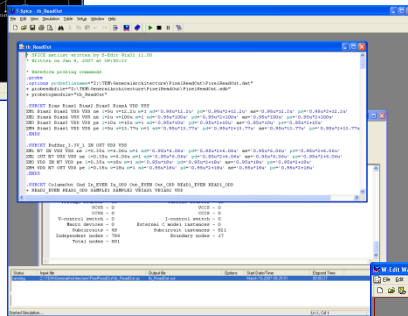
- Large signal Analysis: Transient (time response)
- Small signal Analysis: AC (frequency response)
- Noise Analysis



DESIGN FLOW



Schematic

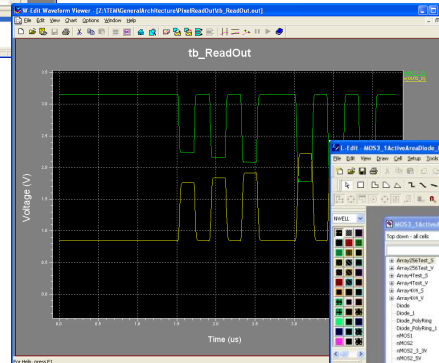


```
module tb_ReadOut
#(
    parameter N_BITS = 8,
    parameter N_CHANNELS = 4
)
input clk;
input rst;
input [N_BITS-1:0] data_in;
output [N_BITS-1:0] data_out;
output [N_CHANNELS-1:0] read_out;

// ReadOut module
ReadOut read_out_inst(
    .clk(clk),
    .rst(rst),
    .data_in(data_in),
    .read_out(read_out)
);

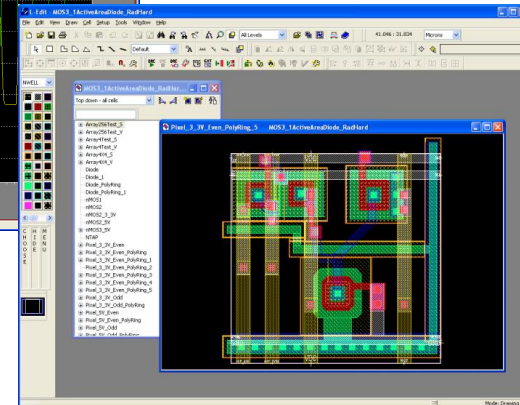
endmodule
```

A screenshot of a Verilog code editor showing a module definition for a ReadOut component. The code includes a module declaration with parameters for the number of bits and channels, followed by a module body that instantiates a ReadOut component. The code is written in a standard Verilog syntax.

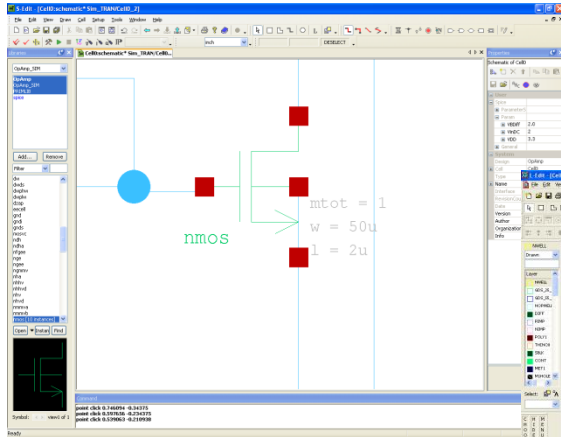


Simulation

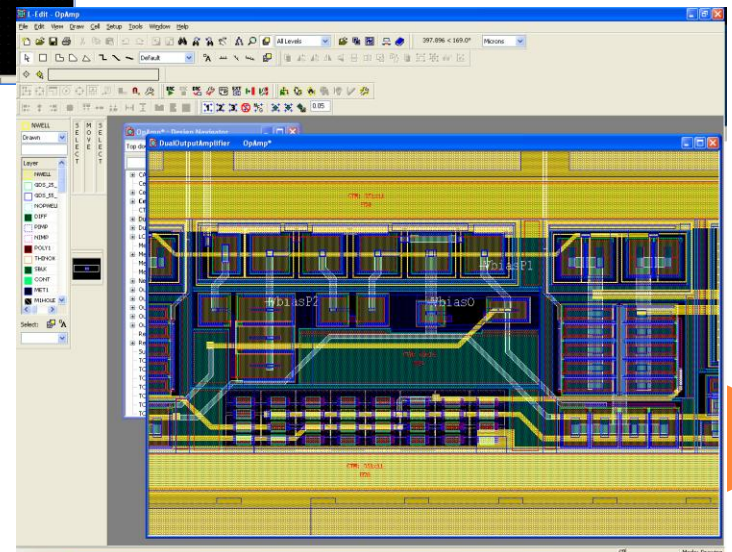
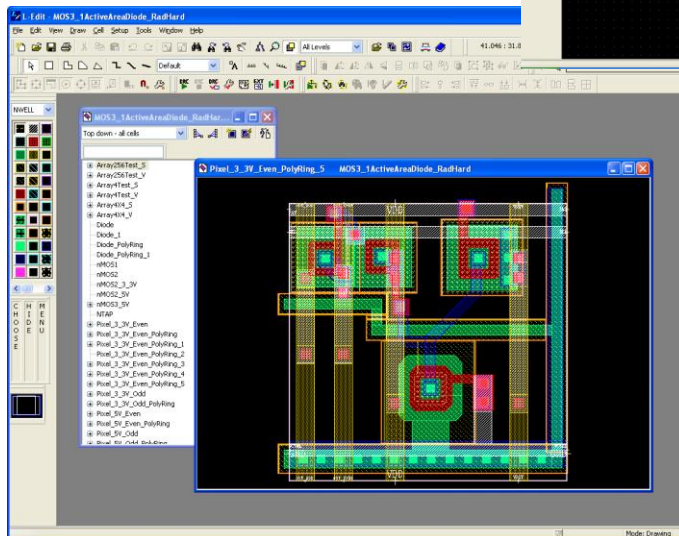
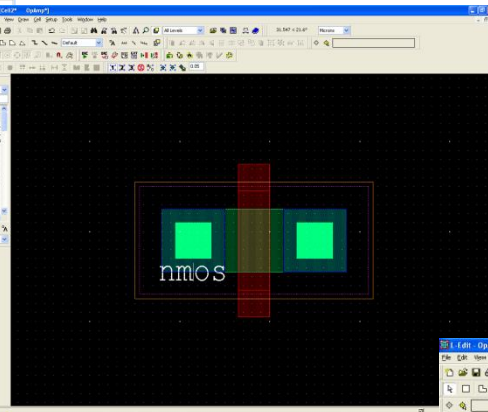
Layout



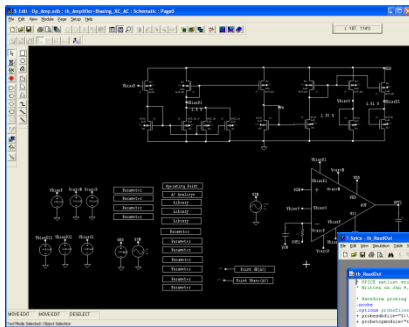
LAYOUT



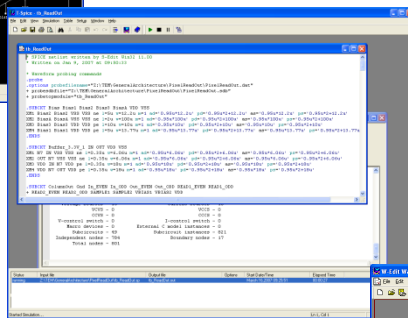
The designed chip has to be “converted” in a format suitable for fabrication.



DESIGN FLOW

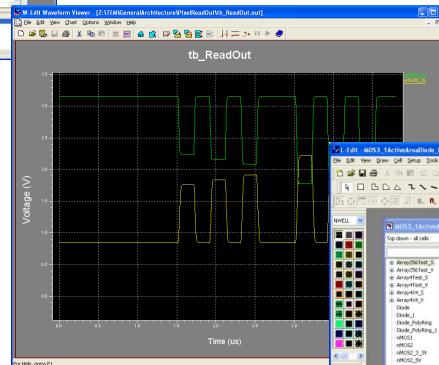


Schematic

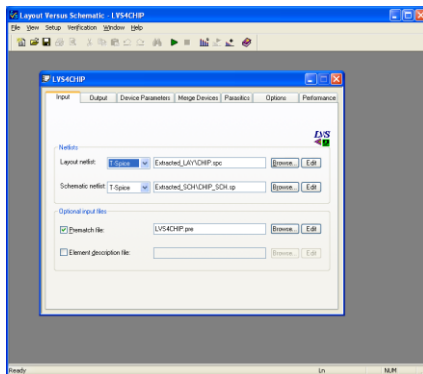


Simulation

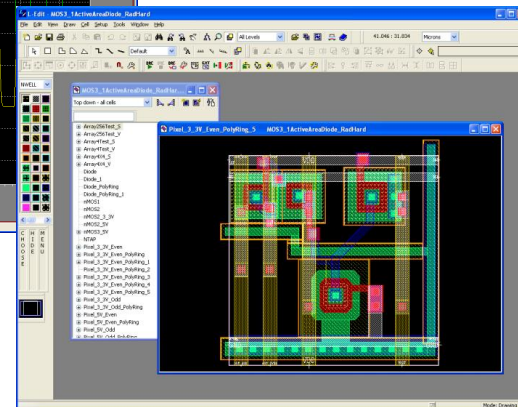
Backannotation



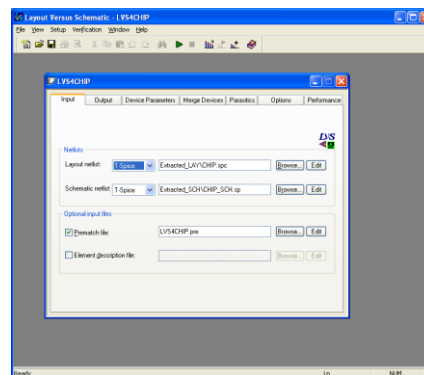
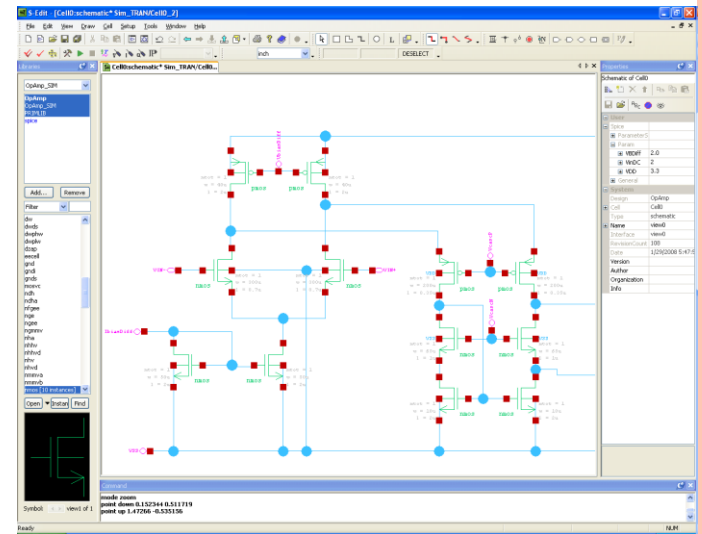
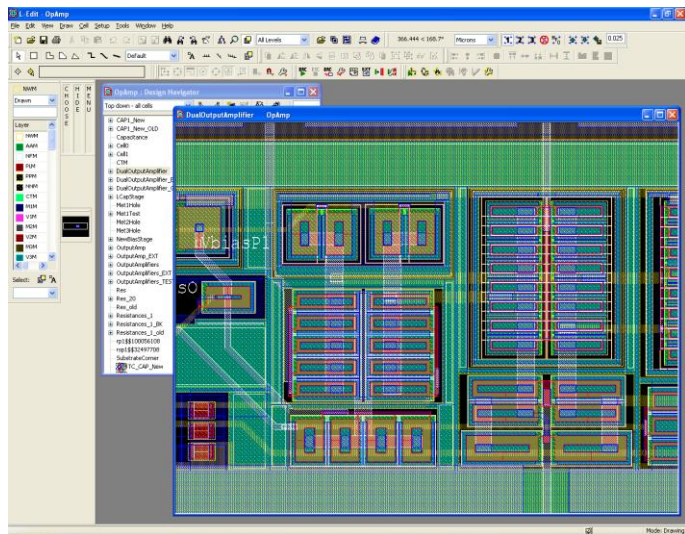
Layout



LVS



LVS



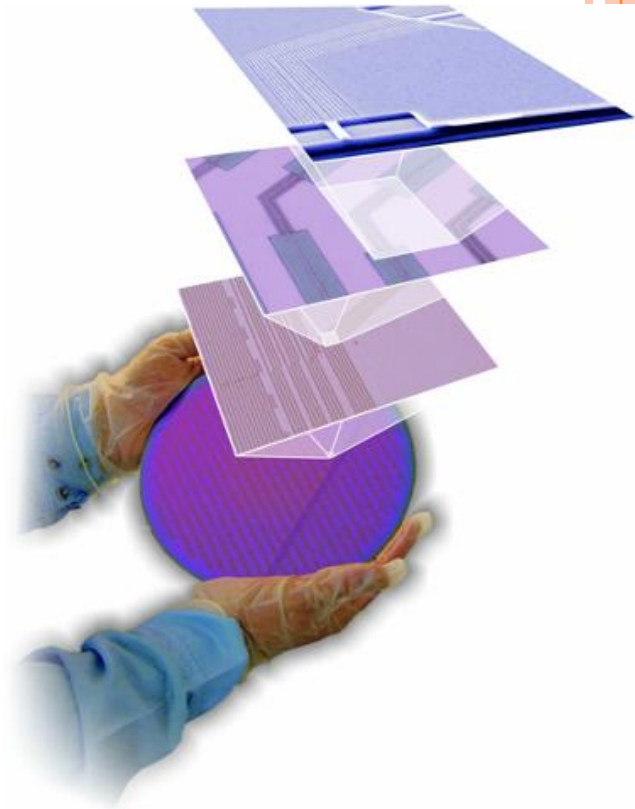
Layout Vs. Schematic compares the designed chip with the file for fabrication

GDS FILE

The graphical information for the chip fabrication (masks) are stored into a file called a GDS file.

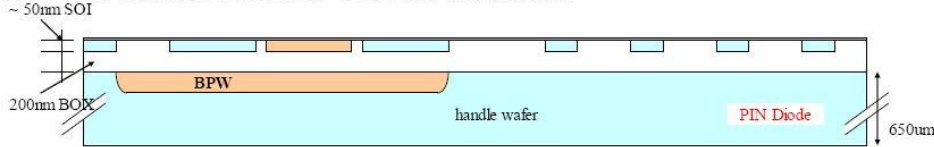
LVS is typically repeated at this stage to ensure the design is correct.

From the information in the GDS file it is possible to fabricate the chip.

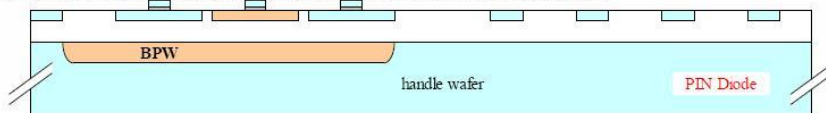


MANUFACTURING PROCESS

- ① Gate SiO₂ Oxidation followed by Well, BPW Implantation



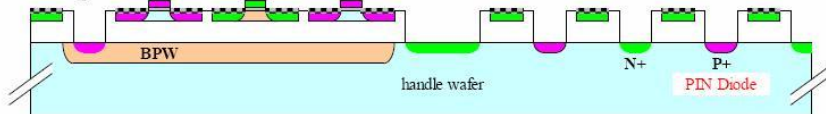
- ② After Gate stack formation (with extension and sidewall formations)



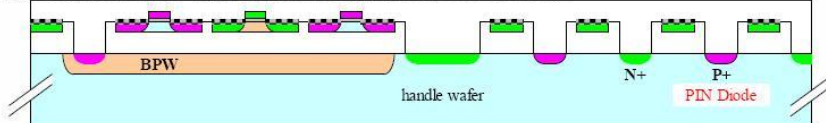
- ③ BW(NSUB,PSUB) photo/etching and S/D, NSUB, PSUB Implantation



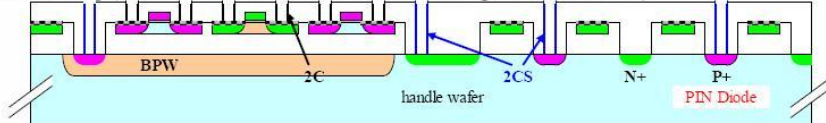
- ④ S/D annealing and Salicidation



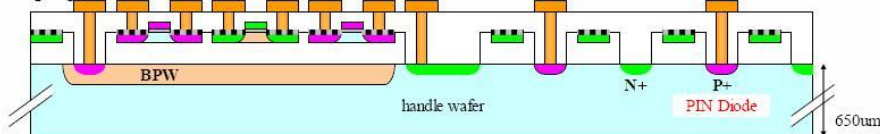
- ⑤ 1st ILD filling and CMP planarization (after Salicide formation)



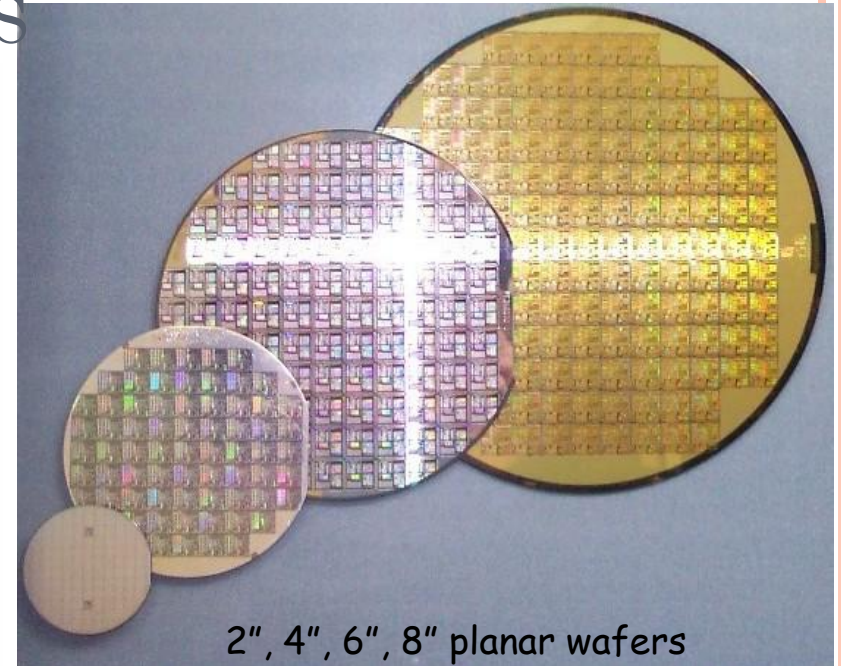
- ⑥ Contact etching (2CS for substrate and 2C for S/D and gate of transistor)



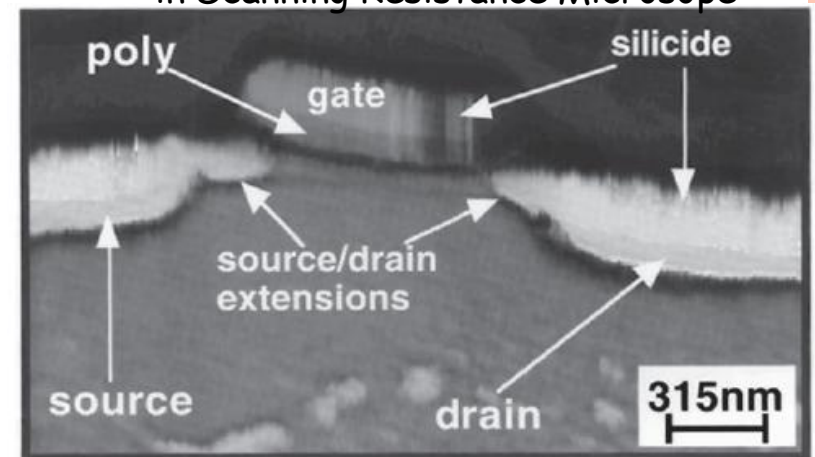
- ⑦ Contact plug filling and 1st Metal formation



- ⑧ BEOL (2 ~ 4th Metal formation) Example of a planar process flow followed by Backside polishing and Metal coating



X-section of NMOS transistor seen in Scanning Resistance Microscope

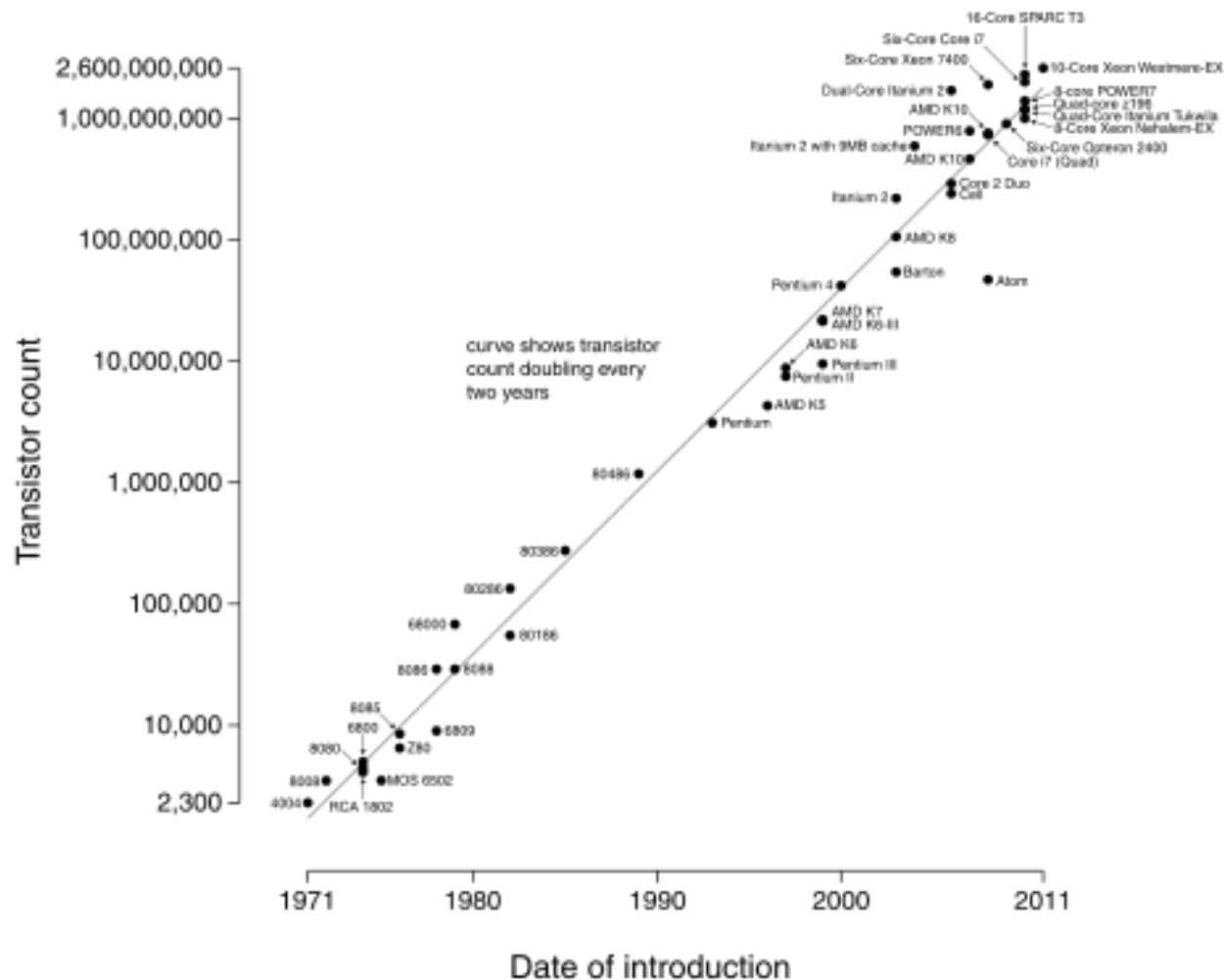


FUTURE

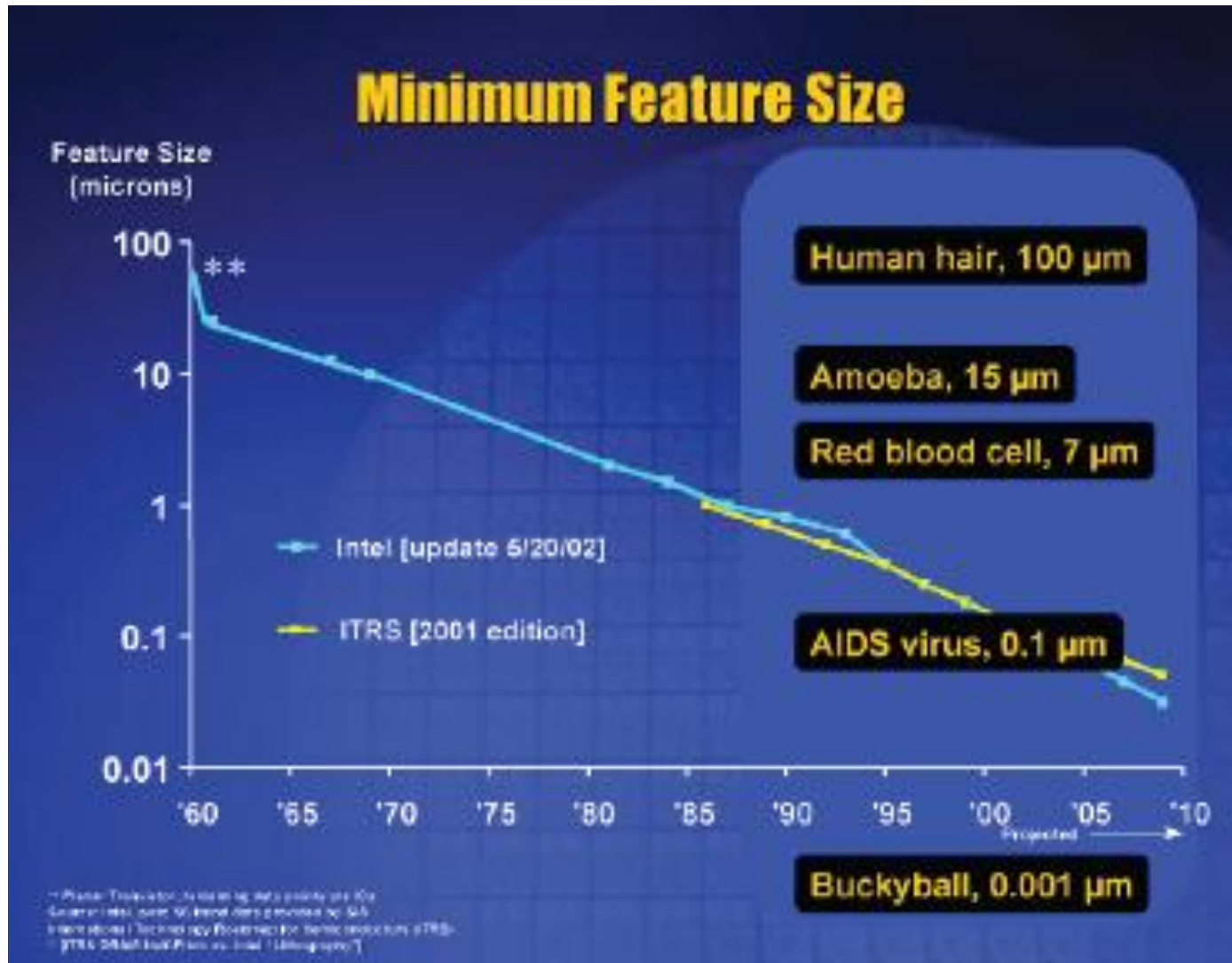


TRENDS: WHAT NEXT?

Microprocessor Transistor Counts 1971-2011 & Moore's Law

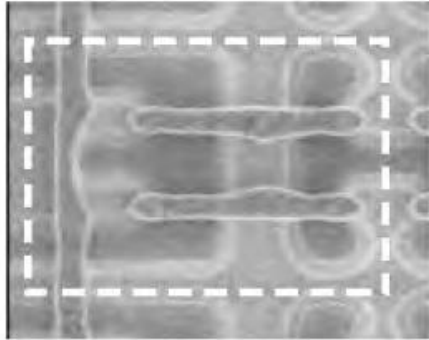


TRENDS: TRANSISTOR SIZE

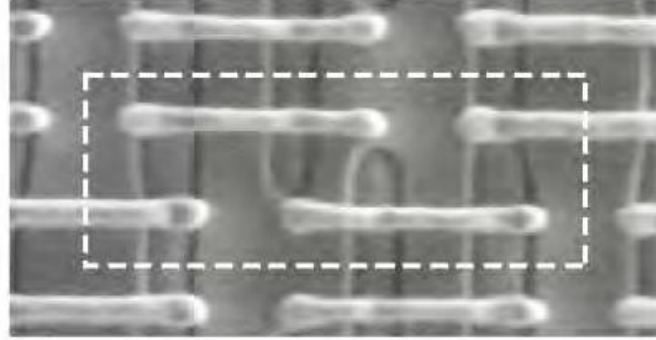


SIZE TRENDS

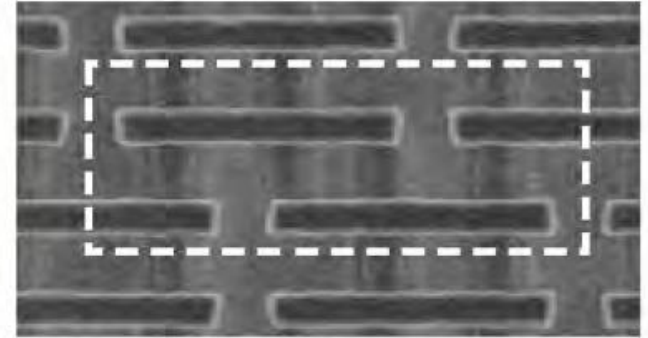
View of the same simple SRAM cell in 90nm, 65nm and 45nm process node



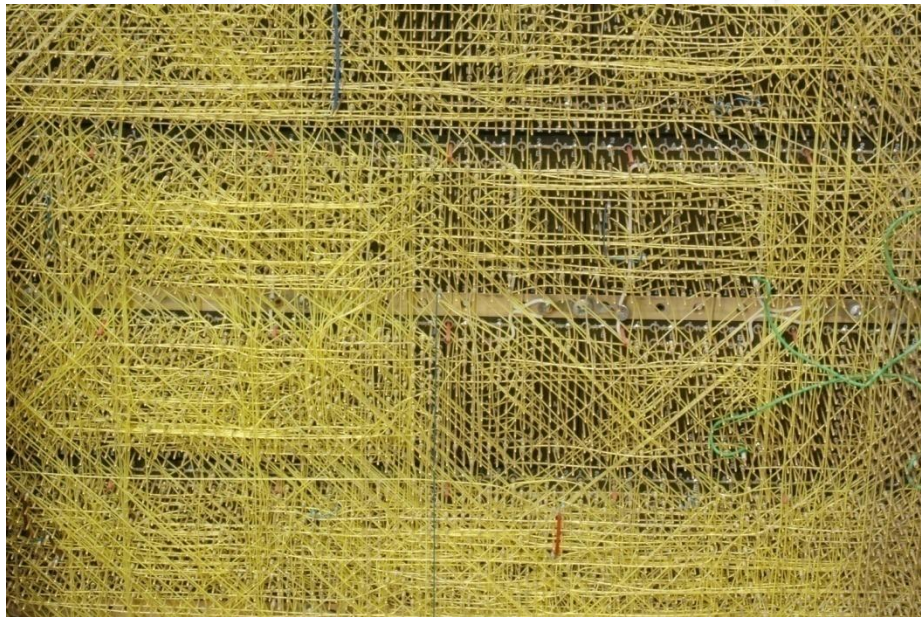
90nm – tall
 $1.0 \mu\text{m}^2$



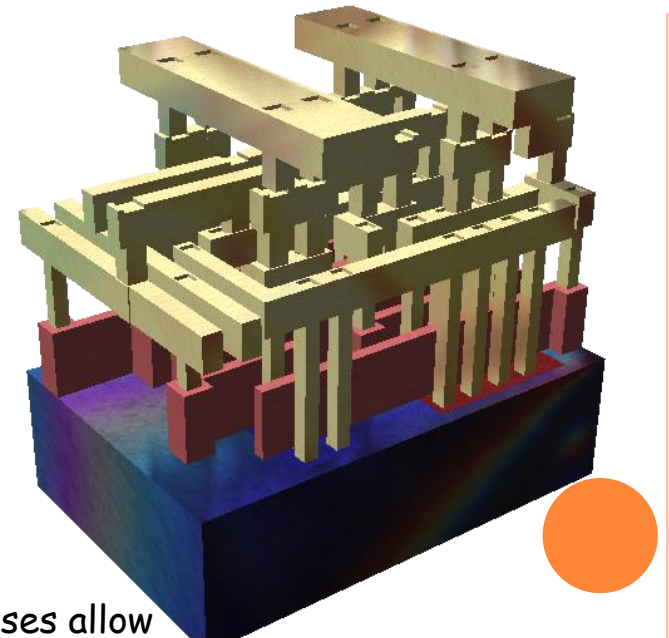
65nm – wide
 $0.57 \mu\text{m}^2$



45nm – wide
w/ patterning enhancement $0.346 \mu\text{m}^2$



Interconnectivity is THE ISSUE!!!
Backplane of PDP-8I machine wire-wrapped



recent
processes allow
up to 10 interconnection metal layers

3D IC – STACKING TREND

Real estate analogy

How much time, effort and energy (gas) is needed to communicate with your neighbors in 2D assembly?

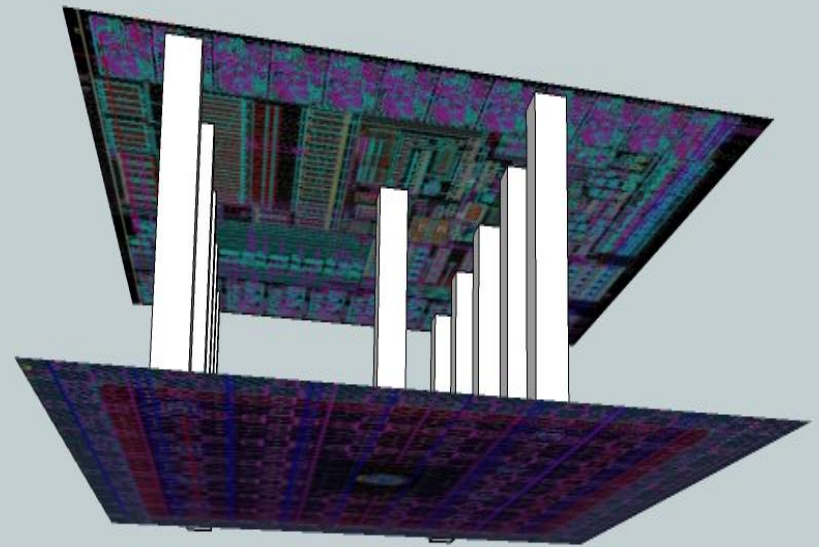
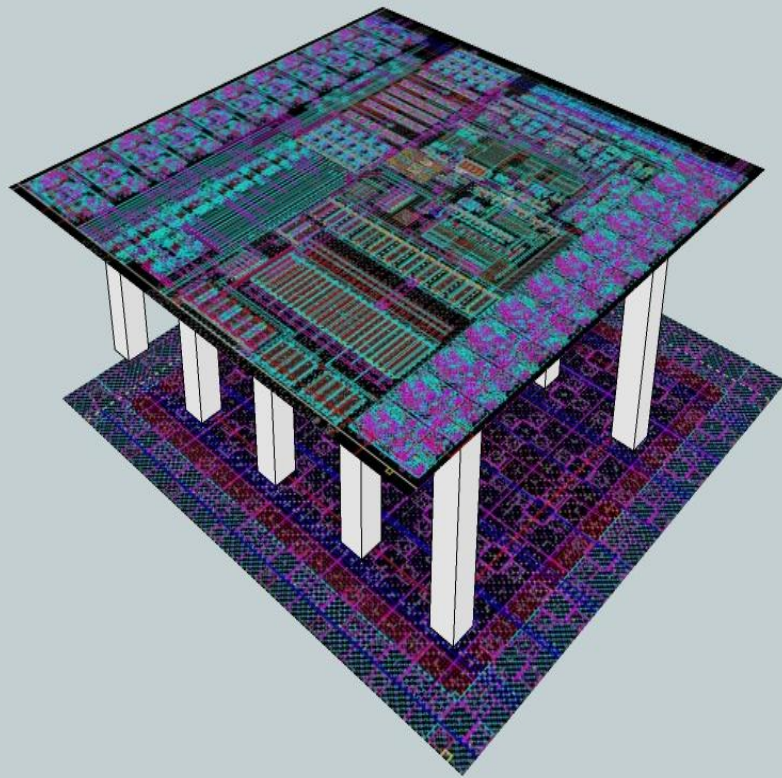
2D



3D

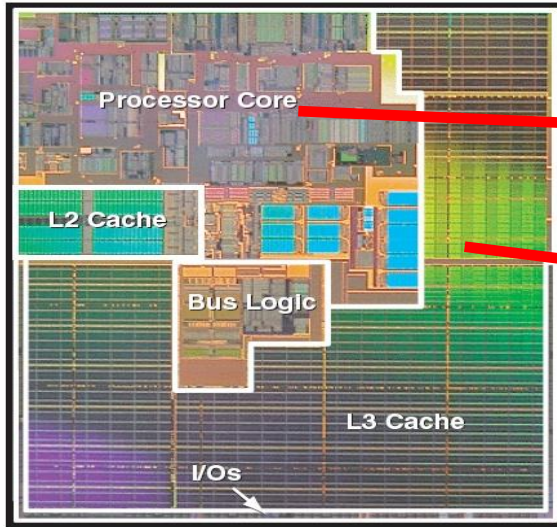


3D PIXEL



Why 3D-IC?

Die Photograph of the Itanium 2 MPU
(~2/3 of Area is Cache Memory)



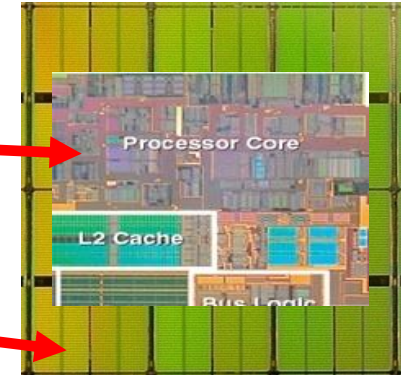
BEFORE Intel Photo used as proxy

Only memory directly compatible with logic process (virtually no choice!)

maps to logic only die

maps to memory die array

AFTER: 3D IC
rendering of 3D IC



14x increase in memory density
4x Logic Cost Reduction
29x → 100x memory cost reduction (choice!)

Source: Intel
Single Die~ 430 mm² 2D IC “All or Nothing”
Wafer Cost ~ \$6,000
Low yield ~ 15%, ~ 10 parts per wafer
memory costs ~ \$44/MB

128MB not 9MB
memory costs ~ \$1.50/MB → \$0.44/MB

Operation	Energy
32-bit ALU operation	5 pJ
32-bit register read	10 pJ
Read 32 bits from 8K RAM	50 pJ
Move 32 bits across 10mm chip	100 pJ
Move 32 bits off chip	1300 to 1900 pJ

Calculations using a 130nm process operating at a core voltage of 1.2V
(Source: Bill Dally, Stanford)

From Bob Patti Tezzaron

CONCLUSIONS

- Chips are used everywhere, for a wide range of mundane as well as exotic applications
- Feature size of the transistor has decreased over the decades
- No. of transistors on a single chip has increased over the decades
- New alternates such as 3D stacking is currently being explored to increase functionality of chips



THANK YOU!

○ *Any Questions?*

